

LOADING

To load, press **CTRL** and small **ENTER** keys together. Press **PLAY** on your datacorder, then any key. The programme will now load automatically. (*The programme is recorded on both sides of the tape. In case of difficulty, turn the tape over, rewind to the beginning and load again.*)

CONTROLS:

JOYSTICK LEFT and **RIGHT** as normal, **UP** to **JUMP**, **FIRE** to **USE WEAPON** currently held. **H** = **PAUSE**, **S** = **RESUME**.

STORY:

In the far off land of Altoris, surrounded on all sides by dense woods and foul smelling swamps, there lived a peace loving people ruled by the good and gracious King Garath. Under constant attack from the Hobgoblins and Ghosts of the Swamp Land, it was only the power of the Golden Orb that kept the people safe. Now the Golden Orb has been stolen and darkness has descended over Altoris. The King summoned his only son, Zanock. "Go forth my son and recover the Golden Orb that has kept us safe for all these years" whispered the King. "Arm yourself well, for your journey will be fraught with danger. You will need all of your courage, skill and cunning if you are to recover the Golden Orb and keep our people safe for evermore".

HINTS:

To increase the **POWER** of your weapon, collect a glowing dagger or **5 GLOWING TREASURES** (jewels, coins or treasure chests). To increase the **RANGE** of your weapon, collect a **GLOWING ARROW**. An **EXTRA LIFE** is granted for collecting **3 GLOWING SCULLS**.

continued

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If you have written a good programme and would
like to discuss marketing, please write to:

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